

FIG. 1

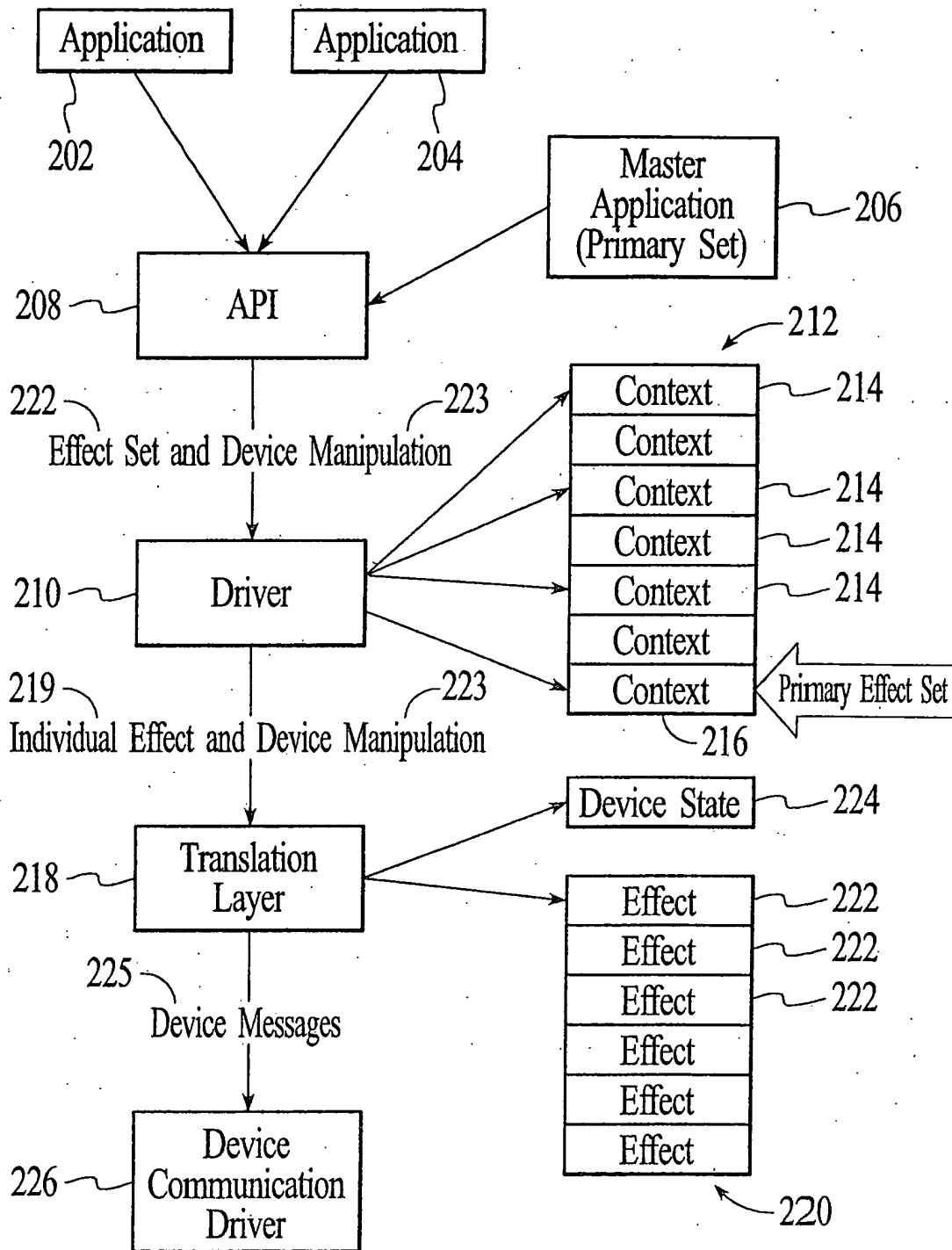


FIG. 2

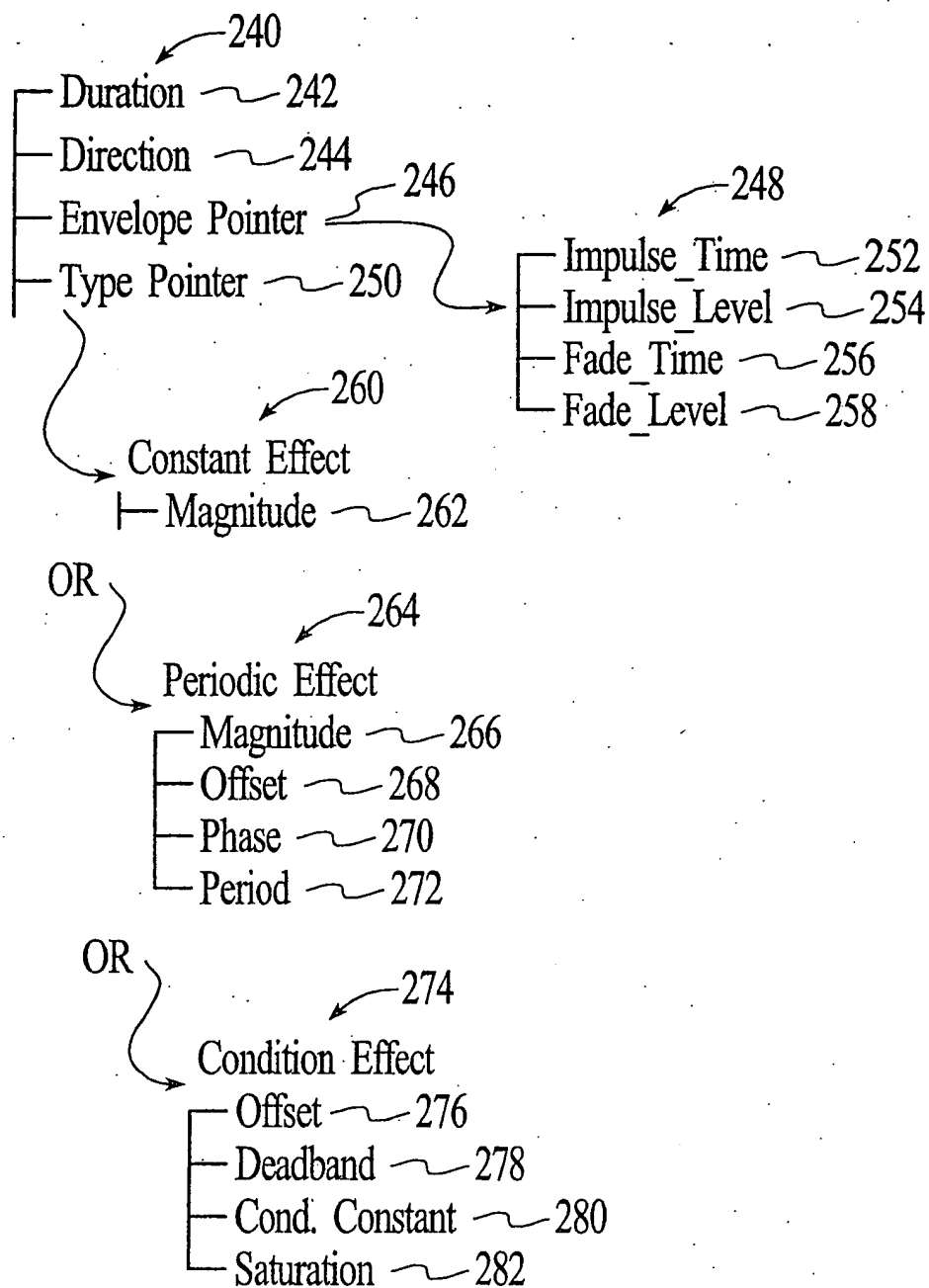


FIG. 3

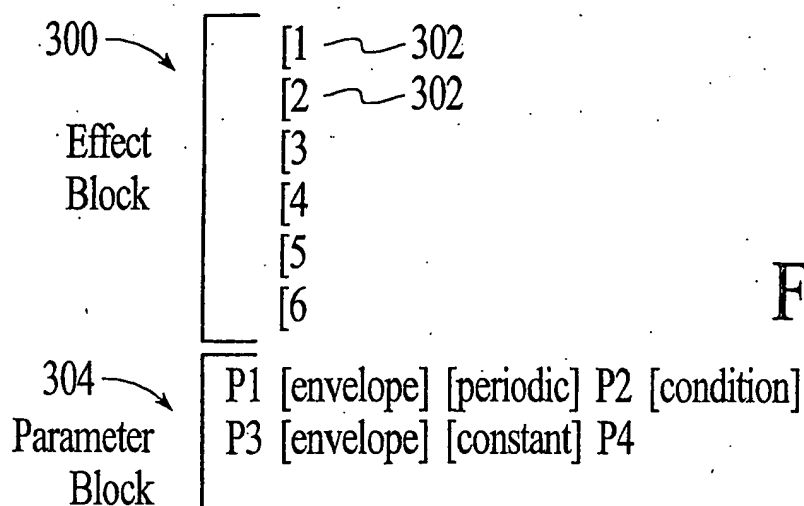


FIG. 4

485 Created	484 Host	486 Loaded	488 Playing
1 [Periodic 1		*	
2 [Constant Force 1			
3 [Damper		*	*
4 [Constant Force 2		*	*
5 [Periodic 2		*	
6 [Trigger Force		*	
7 [Spring 1			

480 Created	Device	482 Playing
1 [Periodic 1		
2 [Trigger Force		
3 [Damper		*
4 [Constant Force 2		*
5 [Periodic 2		

FIG. 9A

490 Created	Host	492 Loaded	Playing	Waiting
1 [Periodic 1		*	*	
2 [Constant Force 1				*
3 [Damper		*	*	
4 [Constant Force 2		*	*	
5 [Periodic 2		*	*	
6 [Spring 1		*	*	
7 [Spring 2				

Created	Device	Playing
1 [Periodic 1		*
2 [Spring 1		*
3 [Damper		*
4 [Constant Force 2		*
5 [Periodic 2		*

FIG. 9B

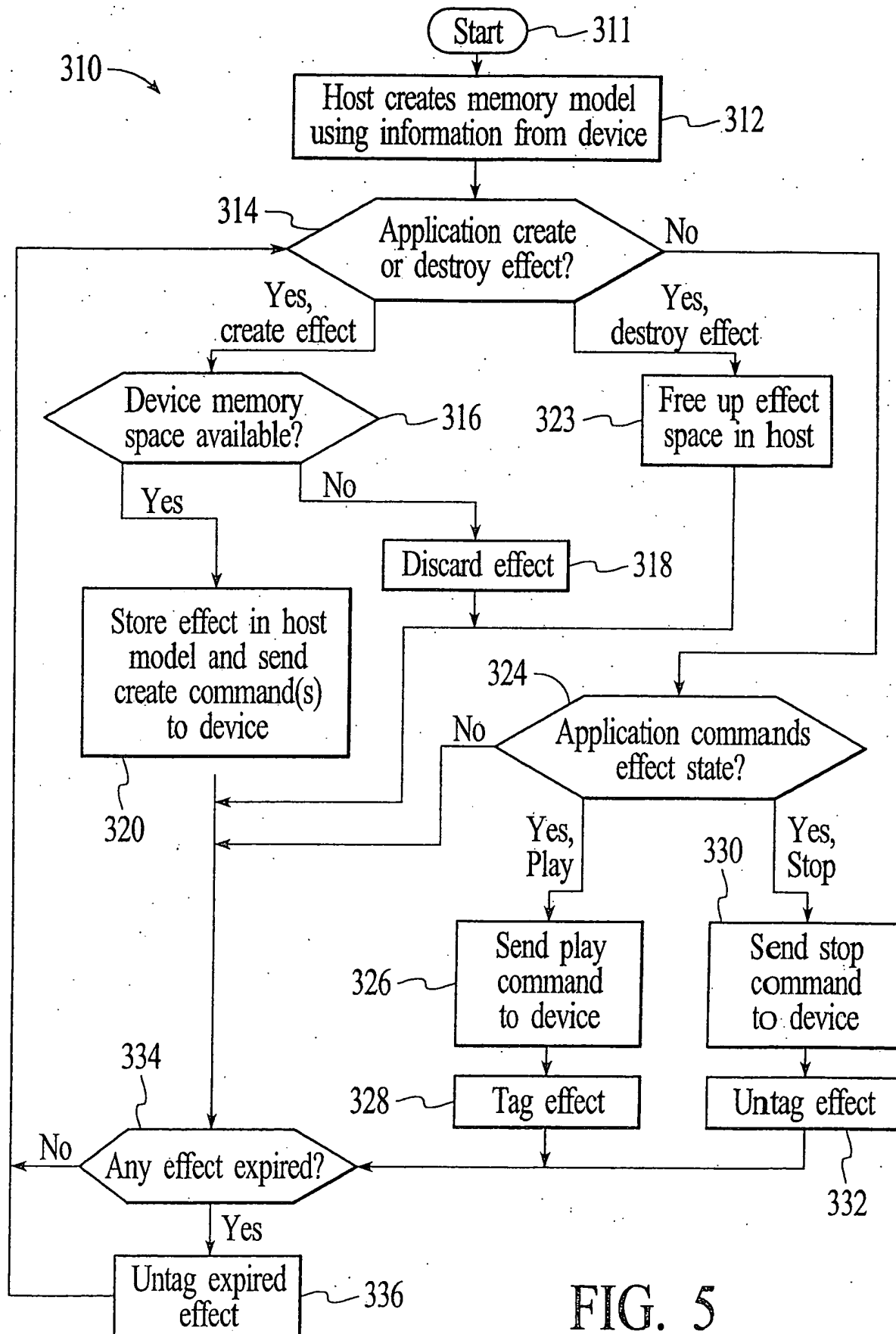


FIG. 5

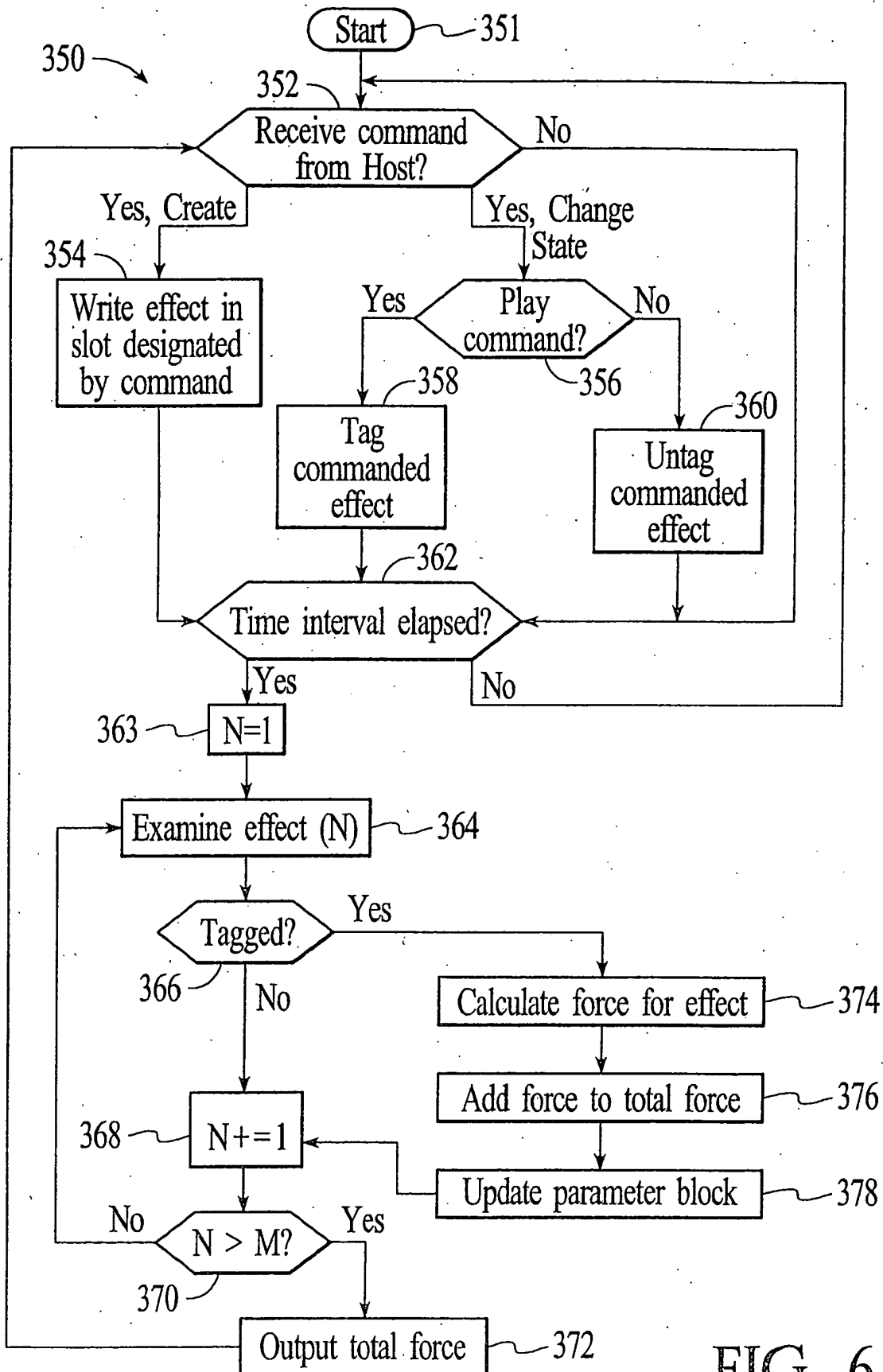


FIG. 6

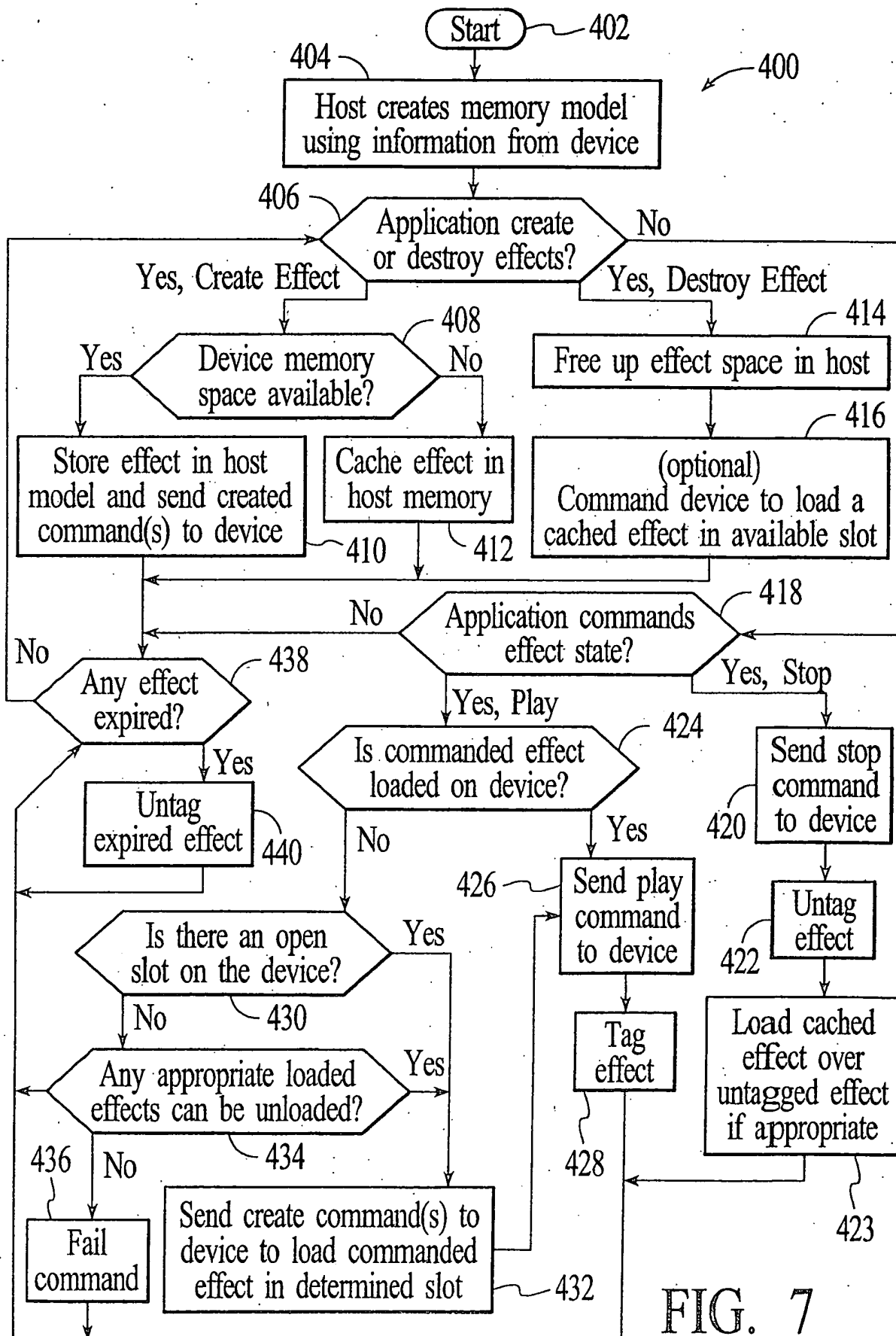


FIG. 7

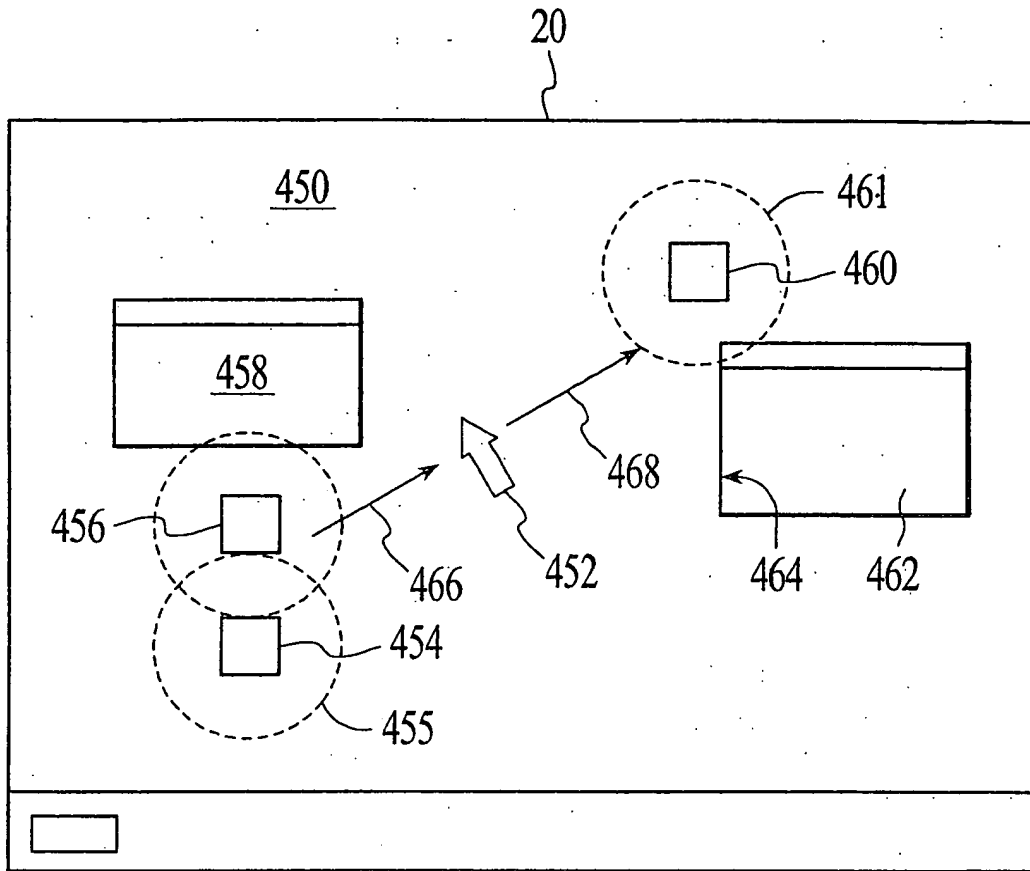


FIG. 8



502	Device	Playing	500	504
<u>Effects</u>			Playlist	# Played
1 [Periodic 1		✖	1	4
2 [Spring 1			4	
3 [Damper 1			8	
4 [Damper 2		✖	9	
5 [Constant Force 1				
6 [Spring 2				
7 [Periodic 2				
8 [Constant Force 2		✖		
9 [Periodic 3		✖		
10 [Periodic 4				

FIG. 10